

INFORMATION DISCLOSURE STATEMENT BY APPLICANT

Attorney Docket Number	3382-66857
Application Number	10/692,361
Filing Date	October 22, 2003
First Named Inventor	Snyder
Art Unit	2673
Examiner Name	To be assigned

Examiner's Initials*	Cite No. (optional)	OTHER DOCUMENTS
SB		Agrawala et al., "Efficient Image-Based Methods for Rendering Soft Shadows", <i>SIGGRAPH 2000</i> , pp. 375-384.
SB		Airey et al., "Towards Image Realism with Interactive Update Rates in Complex Virtual Building Environments", <i>1990 Symposium on Interactive 3-D Graphics</i> , 24(2), pp. 41-50.
SB		Ashikhmin et al., "Steerable Illumination Textures", <i>ACM Transactions on Graphics</i> January 2002, 2(3) (To Appear), pp. 1-19.
SB		Cabral et al., "Bidirectional Reflection Functions from Surface Bump Maps", <i>SIGGRAPH 1987</i> , pp. 273-281.
SB		Cabral et al., "Reflection Space Image Based Rendering", <i>SIGGRAPH 1999</i> , pp. 165-170.
SB		Cohen et al., "Radiosity and Realistic Image Synthesis", <i>Academic Press Professional, Cambridge</i> , 1993, pp. 13-107. Cohen et al., "Radiosity and Realistic Image Synthesis", pp. 13-106 <i>Morgan Kaufmann Publishers, Inc., San Francisco</i> , 1993.
SB		Cook et al., "Distributed Ray Tracing", <i>SIGGRAPH 1984</i> , pp. 137-145.
SB		Debevec, "Rendering Synthetic Objects into Real Scenes: Bridging Traditional and Image-based Graphics with Global Illumination and High Dynamic Range Photography", <i>SIGGRAPH 1998</i> , pp. 1-10.
SB		Debevec et al., "Acquiring the Reflectance Field of a Human Face", <i>SIGGRAPH 2000</i> , pp. 1-12.
SB		Dobashi et al., "A Quick Rendering Method Using Basis Functions for Interactive Lighting Design", <i>Eurographics 1995</i> , pp. 229-240.
SB		Dorsey et al., "Design and Simulation of Opera Lighting and Projection Effects", <i>SIGGRAPH 1991</i> , pp. 41-50.
SB		D'Zmura, "Shading Ambiguity: Reflectance and Illumination", <i>Computational Models of Visual Processing (1991)</i> Landy and Movshon, eds., MIT Press, Cambridge, pp. 187-207.
SB		Edmonds, "Angular Momentum in Quantum Mechanics", <i>Princeton University Press</i> , 1957, pp. 68-89.
SB		Greene, "Environment Mapping and Other Applications of World Projections", <i>IEEE CG&A</i> , 1986, 6(11), pp. 21-29.
SB		Greger et al., "The Irradiance Volume", <i>IEEE Computer Graphics and Applications</i> , March/April 1998, pp. 32-43.

EXAMINER
SIGNATURE:

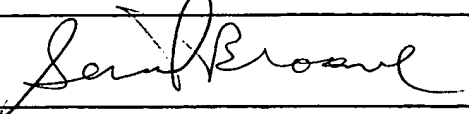
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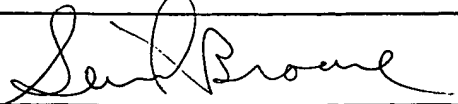
10/13/2005

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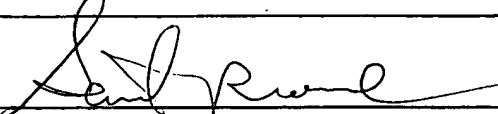
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SB		Hakura et al., "Realistic Reflections and Refractions on Graphics Hardware With Hybrid Rendering and Layered Environment Maps", <i>Eurographics Workshop on Rendering, 2001</i> , pp. 289-300.	
SB		Haeberli et al., "The Accumulation Buffer: Hardware Support for High-Quality Rendering", <i>SIGGRAPH 1990</i> , pp. 309-318.	
SB		Heidrich et al., "Light Field Techniques for Reflections and Refractions", <i>Eurographics Rendering Workshop 1999</i> , pp. 195-375.	
SB		Heidrich et al., "Realistic, Hardware-accelerated Shading and Lighting", <i>SIGGRAPH 1999</i> , pp. 171-178.	
SB		Heidrich et al., "Illuminating Micro Geometry Based on Precomputed Visibility", <i>SIGGRAPH 2000</i> , pp. 455-464.	
SB		Jensen, "Global Illumination using Photon Maps", <i>Eurographics Workshop on Rendering 1996</i> , 21-30.	
SB		Jensen, "A Practical Model for Subsurface Light Transport", <i>SIGGRAPH 2001</i> , 8 pages.	
SB		Kautz et al., "Fast, Arbitrary BRDF Shading for Low-Frequency Lighting Using Spherical Harmonics", © The Eurographics Association 2002, <i>Thirteenth Eurographics Workshop on Rendering (2002)</i> , 7 pages.	
		Kautz et al., "Fast, Arbitrary BRDF Shading for Low-Frequency Lighting Environments Using Spherical Harmonics", <i>Thirteenth Eurographics Workshop on Rendering 2002</i> .	
SB		Kautz et al., "Interactive Rendering with Arbitrary BRDFs using Separable Approximations", <i>Eurographics Workshop on Rendering 1999</i> , 247-260.	
SB		Kautz et al., "A Unified Approach to Prefiltered Environment Maps", <i>Eurographics Workshop on Rendering 2000</i> , pp. 185-196.	
SB		Kajiya, "The Rendering Equation", <i>SIGGRAPH 1986</i> , pp. 143-150.	
SB		Keating et al., "Shadow Penumbrae for Complex Objects by Depth-Dependent Filtering of Multi-Layer Depth Images", <i>Eurographics Rendering Workshop, 1996</i> , pp. 196-211.	
SB		Keller, "Instant Radiosity", <i>SIGGRAPH 1997</i> , pp. 49-56.	
SB		Larson et al., "Indirect Calculation", <i>Rendering with Radiance, Morgan Kaufmann Publishers, 1998, Chapter 12</i> , pp. 523-562.	

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SB		Linde et al., "An Algorithm for Vector Quantizer Design", <i>IEEE Transactions on Communication COM</i> —28, 1980, 84-95.	
SB		Lokovic, "Deep Shadow Maps", <i>SIGGRAPH 2000</i> , pp. 385-392.	
SB		Malzbender et al., "Polynomial Texture Maps", <i>SIGGRAPH 2001</i> , pp. 519-528.	
SB		Max, "Horizon mapping: shadows for bump-mapped surfaces", <i>The Visual Computer</i> , July 1998, pp. 109-117.	
SB		Miller, "Efficient Algorithms for Local and Global Accessibility Shading", <i>SIGGRAPH 1994</i> , pp. 319-326.	
SB		Nimeroff et al., "Efficient Re-rendering of Naturally Illuminated Environments", <i>Eurographics Workshop on Rendering 1994</i> , pp. 359-373.	
SB		Purcell et al., "Ray Tracing on Programmable Graphics Hardware", <i>SIGGRAPH 2002</i> , pp. 703-712.	
SB		Ramamoorthi et al., "An Efficient Representation for Irradiance Environment Maps", <i>SIGGRAPH 2001</i> , pp. 497-500.	
SB		Ramamoorthi et al. "Frequency Space Environment Map Rendering", <i>ACM 2002</i> , pp.517-526.	
SB		Reeves et al., "Rendering Antialiased Shadows with Depth Maps", <i>SIGGRAPH 1987</i> , pp. 283-291.	
SB		Segal et al., "Fast Shadows and Lighting Effects Using Texture Mapping", <i>SIGGRAPH 1992</i> , pp. 249-252.	
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SB		Sillion et al., "A Global Illumination Solution for General Reflectance Distributions", <i>SIGGRAPH 1991</i> , pp. 187-196.	
SB		Sloan et al., "Computing Precomputed Radiance Transfer on the GPU", <i>SIGGRAPH 2003</i> , pp. 382-391.	
SB		Sloan et al., "Precomputed Radiance Transfer for Real-Time Rendering in Dynamic, Low-Frequency Lighting Environments", <i>SIGGRAPH 2002</i> , pp. 527-536.	
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SB		Sloan et al., "Bi-Scale Radiance Transfer", <i>SIGGRAPH 2003 (To Appear)</i> , pp. 370-375.	

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SB		Soler et al., "Fast Calculation of Soft Shadow Textures Using Convolution", <i>SIGGRAPH 1998</i> , pp. 321-332.	
SB		Teo et al., "Efficient Linear Re-rendering for Interactive Lighting Design", <i>October 1997 Report No. STAN-CS-TN-97-60, Stanford University</i> , pp. 1-17.	
SB		Ward et al., "A Ray Tracing Solution for Diffuse Interreflection", <i>SIGGRAPH 1988</i> , pp. 85-92.	
SB		Westin et al., "Predicting Reflectance Functions from Complex Surfaces", <i>SIGGRAPH 1992</i> , pp. 255-264.	
SB		Williams, "Casting Curved Shadows on Curved Surfaces", <i>SIGGRAPH 1978</i> , pp. 270-274.	
SB		Zare, "Angular Momentum: Understanding Spatial Aspects in Chemistry and Physics", <i>Wiley, New York</i> , 1987.	

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